Curriculum Overview for Year 4 ~ Autumn Term 2016 (Stones, Bones and Thrones)

Reading

Number -

Place Value

number.

Science

Sound:

States of matter:

• Compare and group

100 or 1000.

• Count in multiples of

beyond 1000.

6, 7, 9, 25 and 100.

• Order and compare numbers

include negative numbers.

hundreds, tens, and ones).

• Count backwards through zero to

in a 4-digit number (thousands,

• Find 1000 more or less than a given

Round any number to the nearest 10,

numbers using different representations.

according to whether they are solids, liquids or gases.

• Observe the effects of heating and cooling, and measure

• Learn about evaporation and condensation in the water cycle.

• Identify how sounds are made and carried, and learn about

• Find patterns between the pitch of a sound and features of

• Find patterns between the volume of a sound and the

strength of the vibrations that produced it.

Identify, represent and estimate

Recognise the place value of each digit

- Applying growing knowledge to read aloud and understand new words, including those that are exceptions to the rules.
- Listening and responding to a wide range of reading material for different
- Discussing techniques that capture the reader's interest and imagination.
- When reading independently, checking the text makes sense to them and asking questions to improve their understanding.
- Drawing inferences and justifying them with evidence.
- Summarising ideas drawn from more than one paragraph.

English

Writing

- Use prefixes and suffixes and explore homophones further.
- Learn to check the spelling of a word in a dictionary.
- Join handwriting and increase its legibility, consistency and quality.
- Plan writing through discussion and recording.
- Draft and write with a rich vocabulary and use paragraphs and headings.
- Evaluate and edit their own and others'
- Proof-read for spelling and punctuation errors.

Grammar

- Extend the range of sentences with more than one clause.
- Use apostrophes accurately.
- Use conjunctions, adverbs and prepositions.
- Use commas after fronted adverbials.
- Use and punctuate direct speech.

Genres include:

Narratives, Harvest poetry,

Non-chronological, reports, Suspense writing.

Mathematics

Solve number and practical problems that involve all of the above and with increasingly large positive numbers.

Number - Multiplication & Division

- Recall and use multiplication and division facts for multiplication tables up to 12 x 12.
- Use place value, known and derived facts to multiply and divide mentally.
- Recognise and use factor pairs and • Read Roman numerals to 100 (I to C). commutatively in mental calculations.
 - Multiply two digit and three digit numbers by a one digit number using formal written layout.

materials together,

Measurement - Area

• Find the area of rectilinear shapes by counting squares.

Number - Addition & Subtraction

- Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.
- Estimate and use inverse operations to check answers to a calculation.
- Solve addition and subtraction twostep problems in contexts, deciding which

operations and methods to use and why.

History

- Develop a chronologically secure knowledge and understanding of British history, establishing clear narratives within the periods studied.
- Note connections, contrasts and trends over time and develop the appropriate use of historical terms.
 - Consider change, cause, similarity and difference, and significance in history.
 - Organise historical information from a range of sources.
- Understand how our knowledge of the past comes from a range of sources.

Stones, Bones and Thrones (changes in Britain from the Stone Age to the Iron Age).

Art & Design

- Create sketch books to record observations and use them to review and revisit ideas.
- Improve mastery of art and design techniques, including

Cave art drawings, observational drawing of artefacts, sculpting a Bronze age beaker.

Computing

- Design, write and debug simple programs.
- Use sequence, selection, and repetition in programs.
- Explain how simple algorithms work.
 - Continue to use technology safely, respectfully and responsibly.

Use 'Scratch' to devise a comic book sequence.

digital/computer mapping to locate countries.

Stones, Bones and Thrones (changes in Britain from the

Stone Age to the Iron Age).

the distribution of natural resources.

• Human geography including: types of settlement and

land use, economic activity including trade links, and

Design & Technology Geography

- Design functional, appealing products, fit for purpose.
- Develop and communicate ideas through discussion and annotated sketches.
- Select and use a wide range of equipment and materials.
- Evaluate finished products.
 - Apply understanding of how to strengthen more complex structures.
 - Understand and use mechanical systems.
 - Understand seasonality of ingredients.
- Design and make a prehistoric house, cook using Harvest produce.

PSHE &

Citizenship

- New Beginnings
- Getting on and falling out
- Friendship week
- Choices

Circle time activities, raising awareness of issues that affect the children and "Friendship Week".

Music

• Play and playing with increasing and expression.

• Use the eight

• Use maps, atlases,

perform together, musical instruments accuracy, fluency, control

points of a compass.

globes and

- Listen with attention to detail and recall sounds with increasing aural memory.
- Use and understand staff and other musical

Learn percussion through the '1 Term 2 Learn' programme.

Physical

Education

- jumping, throwing and • Use running, catching in isolation
- Play competitive games and apply basic principles suitable for attacking and defending.
- Take part in outdoor and adventurous activity challenges both individually and within a team.

Football, Netball and Swimming.

Religious

Education

main features of

- Understand the Hinduism – gods,
 - festivals and symbolism. Learn about the birth of Jesus as told in each

Hinduism & The birth of Jesus

Languages - French

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the connection with vibration.

the object that produced it.